Application or Docket Number PATENT APPLICATION FEE DETERMINATION RECORD 0 688897 Effective October 1, 2003 **CLAIMS AS FILED - PART I SMALL ENTITY OTHER THAN SMALL ENTITY** (Column 2) TYPE [(Column 1) OR **TOTAL CLAIMS** RATE FEE FEE RATE OR BASIC FEE **BASIC FEE** 385.00 770.00 NUMBER EXTRA FOR NUMBER FILED TOTAL CHARGEABLE CLAIMS minus 20= X\$ 9= X\$18= OR INDEPENDENT CLAIMS minus 3 =X43= X86= OR MULTIPLE DEPENDENT CLAIM PRESENT +145= +290= OR * If the difference in column 1 is less than zero, enter "0" in column 2 TOTAL OR TOTAL **CLAIMS AS AMENDED - PART II OTHER THAN SMALL ENTITY** OR SMALL ENTITY (Column 1) (Column 2) (Column 3) CLAIMS HIGHEST ADDI-ADDI-REMAINING NUMBER **PRESENT** RATE TIONAL RATE TIONAL AMENDMENT **PREVIOUSLY AFTER EXTRA** FEE FEE AMENDMENT PAID FOR Minus X\$18= Total X\$ 9= OR Independent Minus *** X86= X43= OR FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM +290= +145= OR TOTAL TOTAL OR ADDIT. FEE ADDIT. FEE (Column 1) (Column 2) (Column 3) CLAIMS HIGHEST ADDI-ADDI-NUMBER $\mathbf{\omega}$ REMAINING **PRESENT** RATE TIONAL RATE TIONAL **PREVIOUSLY** AMENDMENT **AFTER EXTRA FEE** FEE **AMENDMENT** PAID FOR Total Minus X\$18= X\$ 9= OR Independent Minus X86= X43= OR FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM +290= +145= OR TOTAL TOTAL OR ADDIT, FEE ADDIT, FEE (Column 2) (Column 3) (Column 1) CLAIMS HIGHEST ADDI-ADDI-O NUMBER REMAINING PRESENT **RATE** TIONAL RATE TIONAL MENDMENT **PREVIOUSLY AFTER EXTRA PAID FOR** FEE **AMENDMENT** FEE Total Minus ** X\$18= X\$ 9= OR Minus Independent X43= X86= OR. FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM +290= +145= OR * If the entry in column 1 is less than the entry in column 2, write "0" in column 3. TOTAL TOTAL ** If the "Highest Number Previously Paid For" IN THIS SPACE is less than 20, enter "20." ADDIT. FEE ADDIT. FEE ***If the "Highest Number Previously Paid For" IN THIS SPACE is less than 3, enter "3." The "Highest Number Previously Paid For" (Total or Independent) is the highest number found in the appropriate box in column 1.